

# BONG R.C.C.

## Attribute Rolls:

IQ: 4D6 MA: 2D6 ME: 5D6 PS: 2D4 PP: 3d6 PE: 6D6 SPD:4D10

MDC: 1d8x10

## Background:

The minions of the bong are a race of half-humanoid, cybernetics. They are well known throughout the megaverse as being universal drug dealers. They believe in the process of Assimilation, IE adding new addicts to their collective. Consider the Bong to be a hive like community where they are psionically linked to the leader, known as the inhaler. It is the Inhalers job to issue commands, regulate dosage, and protect the sacred crack rock, in which is the heart of the colony (as well as the power source).

If the members of the bong where less high, they could prove to be very dangerous to the rest of the universe. However, they are very happy and content with their position in the scheme of things and as long as their mission of assimilating new members goes un disturbed, they are happy and docile. Only when they have to compete for new addicts or when their crack rocks are in danger, do they seem to come out of their purple haze and become overwhelmingly aggressive.

Their main mission is to reach a higher state of being through the osmosis of dangerous substances, like burning hemp and crystallized cocaine.

***Note:** This RCC is meant comedic purposes only*

**Alignment:** Any, but usually selfish (they are too stoned regularly to be completely evil or good!)

## OCC Skills

Chemistry Basic (+40%)

Astronomy (+10%)

Botany (+35%)

Math Basic

Streetwise: Drugs (+60%)

Cooking: Drugs (same as standard Cooking Skill, +35%)

HTH: Basic ONLY

W.P. Blunt

W.P. Razor

Toke (+40%)

## Skill Choices:

**Primary Skills:** 8 skills

**Secondary:** 6 skills

Communications: Any (+10%)

Domestic: Any

Rogue: Streewise only

Espionage: Any (+5%)

Mechanical: Any (+20%)

Sciences: none

Technical: Any

Wilderness : Land Navigation only

Medical: Any (+30%)  
Military: Any  
Pilot: Any  
Electrical: Any (+5%)

Property:

Standard bums rags, 1 Glass water bong, 1oz crack rock

**Weapons:**

*The Big Needle:* Like a short sword, but with injection powers

Damage: 2D6 Blunt Damage, -1/2 all stats (Attributes, Combat, Magic, Psionics) if injected

*The Smoker:* Hudge “bong like” device that spreads out crack gases to a limited area.

Damage: All stats are at ½ proficiency for 1D4 Hours, 1D6 M Area effected for 1D8 Hrs.